



Course Outline

OEEDU4002 EXPERIENTIAL LEARNING

Title: EXPERIENTIAL LEARNING

Code: OEEDU4002

Formerly: PE816

School / Division: School of Health Sciences

Level: Advanced

Pre-requisites: Nil

Co-requisites: Nil

Exclusions: (PE816)

Progress Units: 5

ASCED Code: 70105

Objectives:

After successfully completing this course, students should be able to:

Knowledge:

- Understand the theoretical perspectives and models of experiential learning and programming
- Develop a critical understanding of the purpose and role of experiential learning and adventure activities in outdoor education
- Develop understanding of various facilitation methods and strategies
- Understand safe management practice for the instruction of adventurous activities

Skills:

- Develop skills in a range of experiential learning methods and activities
- Develop skills in programming, implementing and processing a variety of adventure games and activities
- Develop and apply leadership and facilitation skills

Values:

- Appreciate the benefits that can be gained by using adventure-based activities in a program
- Recognise the value (and limitations) of experiential learning concepts and practices
- Recognise the value of critical reflection
- Value the importance of sound group management

Content:

Topics may include:



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- The theory of Experiential learning
- The Experiential Learning cycle
- Understandings of adventure
- Programming and sequencing
- Processing the learning experience – facilitation methods
- Games and activities: warm-ups, ice-breakers, deinhbitizers, trust & empathy, decision-making and problem solving
- Peer presentation

Learning Tasks & Assessment:

Learning Task	Assessment	Weighting
Activity Journal: Students must keep a weekly journal of activities completed in class and through peer presentations	Journal	S/U
Preparation of a session using experiential learning techniques & adventure-based games and activities	Program design	40% - 60%
Presentation of experiential learning techniques	Peer presentation	40 - 60%

Adopted Reference Style:

APA

Handbook Summary:

In this course students develop understanding of the purpose and role of experiential learning and adventure activities in outdoor education. Students are introduced to a range of facilitation methods and adventure-based games and activities and opportunity is provided for the practice and development of leadership, facilitation and programming skills and knowledge.